the display unit 70 and the display units 70 of any other gaming units 20 involved in the bingo game.

At block 638, the controller 100 (or a central computer) may determine whether any player has won the bingo game. If no player has won, another bingo number may

5   be randomly selected at block 634. If any player has bingo as determined at block 638, the routine may determine at block 640 whether the player playing that gaming unit 20 was the winner. If so, at block 642 a payout for the player may be determined. The payout may depend on the number of random numbers that were drawn before there was a winner, the total number of winners (if there was more than one player), and the

10   amount of money that was wagered on the game. At block 644, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the bingo game was won, the payout value determined at block 642. The cumulative value or number of credits may also be displayed in the display area 616 (Fig. 14).

15

Novel Display Technique

Figure 16 illustrates a novel display technique that may be utilized on the display unit 70. The display technique may be used with any game such as video poker, blackjack, slots, keno and bingo. The novel display technique may display a

20   plurality of display elements 650 which may be portions 652 of a display object 654. The display object 654 may be a single picture, an illustration or a plurality of pictures or illustrations. The display object 654 also may be a moving picture or illustration. The display object 654 may be made up of a plurality of pixels 656. For example, a technique display 658 may be made up of 48,000 pixels 656 (600 horizontal lines of

25   pixels by 800 vertical lines of pixels) which may be part or the entire display of the display unit 70.

Referring to Fig. 16a, the controller 100 may separate the pixels 656 on the technique display 658 among display element pixels 660 and outline pixels 662. The controller 100 may create a display which is stored in the memory 106 in which the

30   display object 654 is mapped on all of the pixels 656 and the controller 100 may overlay outline pixels 662 on a previously stored list of outline pixels 662. The outline

pixels 662 may be one color such as black. The areas of the display object 654 which are not outline pixels 662 may be stored in the memory 106 as display element pixels 660 and make up display elements 650. As a result, when the controller 100 maps the display from the memory 106 on the display unit 70, portions 652 of the display object 654 may be displayed in the display element pixels 660 as display elements 650 surrounded by the darkened outline pixels 662 which do not display the first display object 654. Accordingly, the display object 654 may have the outline of individual display elements 650 (as defined by the outline pixels 662) displayed over the original display object 654. In addition, the display object 654 may be identifiable or recognizable as being a picture or illustration even with the darkened outline pixels 662 creating the image that first display object 654 has been cut into portions 652.

Referring again to Fig. 16, the plurality of display elements 650 may also be displayed as being illustrations of individual playing cards 664 with card fronts 668 and card backs 670 used in the game. The plurality of virtual playing cards 664 may be outlined with the outline pixels 662 to illustrate a separation of the individual playing cards 664. In addition, the display of the plurality of the display elements 650 may be accomplished in a progressive manner. For example, the controller 100 may progressively change the display elements 650 from displaying card backs 670 to display portions 652 of the first display object 654 while the outline pixels 662 do not change.

The progression can also change from displaying the display pixels 660 of the display object 654 in the display elements 650 to displaying a second display object 672 in the display elements 650. The second display object 672 may be card backs 670, card fronts 668 or any other picture or image including the portions 652 of the display object 654.

Fig. 17 is an illustration of a method that may be executed to implement the change from displaying in the display elements 650 the portion 652 of the display object 654 to displaying the second display object 672 or from displaying the second display object 672 to displaying the portion 652 of the display object 654. The display technique may be stored as a routine in the memory 106 and may be executed by the controller 100.

At block 700, a video game image may be generated where the video game image may represent a game such as video poker or video blackjack. As previously explained, other games also could be part of the method. The video game image may be an image of a plurality of playing cards, keno number space, bingo number spaces and the like. At block 705, a plurality of playing cards may be displayed where the playing cards having card fronts and card backs. In addition, keno number spaces, bingo number spaces and the like may be displayed. At block 710, the display may change from displaying the playing cards or the like to displaying a portion of a display object where the portions of the display object create an identifiable display object. For example, portions of a picture of Austin Powers may be displayed inside the displayed cards creating an identifiable picture of Austin Powers. A block 715 may change additional playing cards or the like to display portions of the display object 654. The change may be from displaying the portion 652 of the display object 654 to displaying the second display objects 672 or from displaying the second display objects 672 to displaying the portion 652 of the display object 654. The progression of the change of the display elements 650 can occur in any manner. For example, the progression of the change of the display elements 650 can occur from left to right, from top to bottom, in a random fashion or in any other manner which may be found attractive to potential users. In addition, specific games may allow for additional variations. For example, if the player is playing multi-hand poker, the controller 100 may cause the first card 664 in each hand to change from displaying a card front 668 to displaying the portion 652 of the display object 654 and then the second card 664 in each hand may change in a similar manner. The change of the display elements 650 will be of a speed that players will be able to track the progression of the change of the display elements 650. At block 720, an outcome of the game represented by the video game image may be determined. At block 725, a value payout associated with the outcome of the game may be determined.

Referring to Fig. 16, as an example, the display object 654 may be the picture of Austin Powers and the second display object 672 may be card backs 670. Initially, all the display elements 650 may display portions 652 of the display object 654 which may be, for example, a picture of Austin Powers. Even though the outline pixels 662